

Semuta

A highly addictive narcotic derived, by crystal extraction, from elacca drug (the residue produced from burning the blood-grained elacca wood of Ecaz). The drug is either taken in capsule form or dissolved in wine, and produces a feeling of "timeless ecstasy," of separation from all pain and trouble. Accentuating this overpowering sense of well-being is the "semuta music" -- rhythmic, atonal vibrations composed to affect the sympathetic nervous system -- that accompanies the drug experience. Most often a single dose suffices to cause severe physiological addiction. Addicts are prone to fits of depression between doses, and are incapacitated when under the effect of the drug.

Model: Semuta Drug

Type: Music Activated Drug

Availability: 3, X

Cost: 250 (per dose)

Game Effects:

Produces an altered state of consciousness best described as 'timeless ecstasy'. The user's metabolism and other bodily functions slow to a crawl and their mind is placed on an altered state of consciousness where time holds little meaning and they are in an almost sexual state of bliss. The drug's effects are only triggered by the correct types of, Semuta, music. Effects last 5D minutes.

After each dose roll 3Dxnumber of times the user has taken the drug versus the user's willpower. If the user loses, they become addicted and cannot go more than three days without a 'fix'.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney, Set Anu-Bith, HTML and logos done by FreddyB

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